

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

SAVING THROWS

- ☐ STRENGTH
- ☐ DEXTERITY
- ☐ CONSTITUTION
- ☐ INTELLIGENCE
- ☐ WISDOM
- ☐ CHARISMA

SKILLS

- ☐ ACROBATICS (DEX)
- ☐ ANIMAL HANDING (WIS)
- ☐ ARCANA (INT)
- ☐ ATHLETICS (STR)
- ☐ DECEPTION (CHA)
- ☐ HISTORY (INT)
- ☐ INSIGHT (WIS)
- ☐ INTIMIDATION (CHA)
- ☐ INVESTIGATION (INT)
- ☐ MEDICINE (WIS)
- ☐ NATURE (INT)
- ☐ PERCEPTION (WIS)
- ☐ PERFORMANCE (CHA)
- ☐ PERSUASION (CHA)
- ☐ RELIGION (INT)
- ☐ SLEIGHT OF HAND (DEX)
- ☐ STEALTH (DEX)
- ☐ SURVIVAL (WIS)

ARMOR CLASS

SPEED	INITIATIVE
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HIT POINT MAXIMUM	CURRENT HIT POINTS
HIT DIE	TEMPORARY HP

SUCCESS	DEATH SAVES	FAILURE
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SPELLCASTING

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
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PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & WEAPONS

NAME		
TYPE		
RANGE	TO HIT	DAMAGE
NAME		
TYPE		
RANGE	TO HIT	DAMAGE
NAME		
TYPE		
RANGE	TO HIT	DAMAGE

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

LANGUAGES & PROFICIENCIES

EQUIPMENT

CP	SP	GP	EP	PP
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